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BATTLE MONSTERS

SEGA SATURN™

OFFICIAL SEGA SEAL OF QUALITY

T-8137H

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM

TEEN
T™
AGES 13+
CONTENT RATED BY ESRB

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint–free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

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BACKGROUND

It is not now... It is not here... This story is set in the netherworld. Demons and monsters are locked in mortal combat against one another.

This tournament, mandated by the Monarch of Hell, permits only one victor, one survivor: and to the victor go the spoils of victory: the power to rule the netherworld for 1,000 years.

But time is running out. Final decisions must be made, as twelve species of monsters have readied themselves for the greatest battle ever to be held.

TO START THE GAME

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pads.

NOTE: BATTLE MONSTERS IS FOR ONE OR TWO PLAYERS.

2. Place the Battle Monsters disc, label side up, in the well of the CD tray and close the lid.

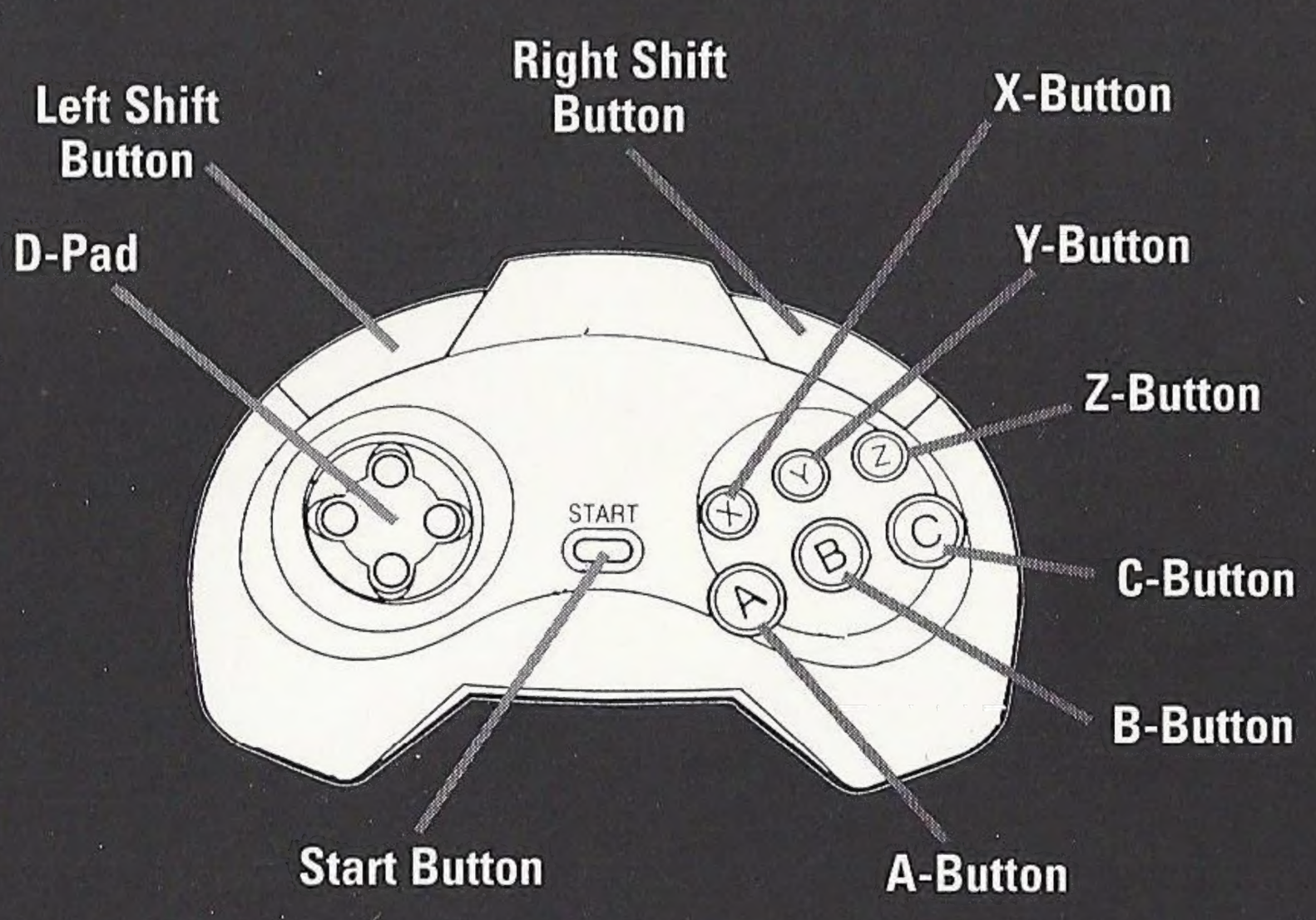
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on-screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress

or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

The Battle Monsters title screen will be displayed. Press the START BUTTON. The following mode choices will appear: GAME START, VS and OPTIONS. Select the desired mode with the D-PAD and press the A Button.



OPERATION

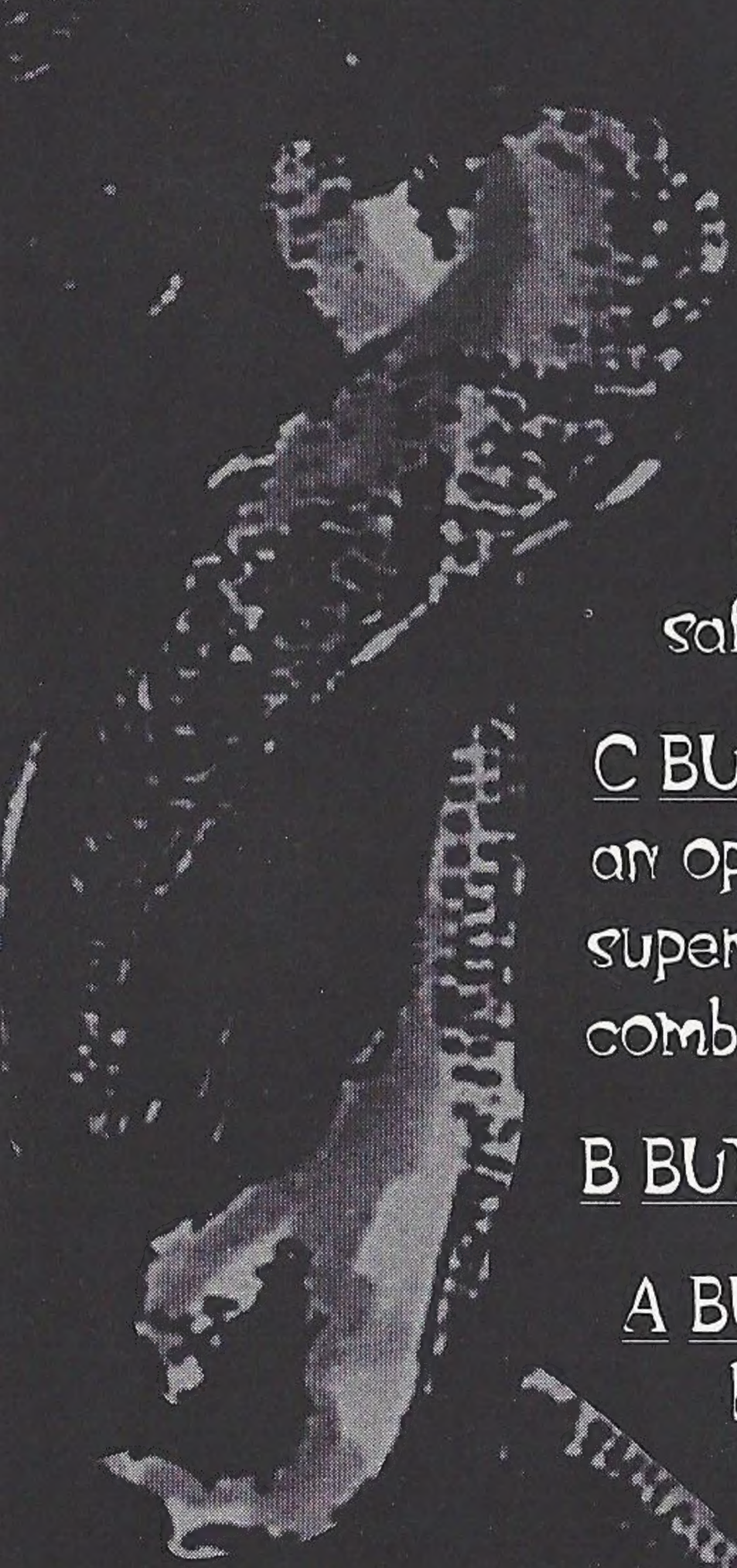
BASIC OPERATION OF THE CONTROL PAD:

Battle Monsters provides for 10 basic offensive attacks, and from 13 to 17 special offensive thrusts, depending upon the monster in question. In order to fully master the special moves for each given monster, you must first master these basic controls.

D-PAD: is used for selecting the mode and the monster. This button is also used for moving the monster during battle.

LEFT SHIFT: is used to dash left.

RIGHT SHIFT: is used to dash right.



X·Y·Z BUTTONS: are used for special jumps. Enables the monster to jump higher than usual. Also, the monster can jump up onto a nearby staging area which provides safe footing.

C BUTTON: is used for instigating an opponent. You can create a super-deathblow-attack by combining this with other buttons.

B BUTTON: is used for kicking.

A BUTTON: is used for punching. This button is also used for finalizing the mode and monster of your choosing.

START BUTTON: to be used for starting a game, pausing a game and continuing a game.

GAME START

This is a one player VS (versus computer) mode. The player selects a monster and fights against other monsters that appear one after another.

Select a monster from the monster select screen with the D-PAD and press the A, B or C buttons. The field you are assigned to fight in will be displayed, and the battle will commence.

If you press the 2P pad's START BUTTON at the title screen, the 1P side player will be on the 2P side of the screen.

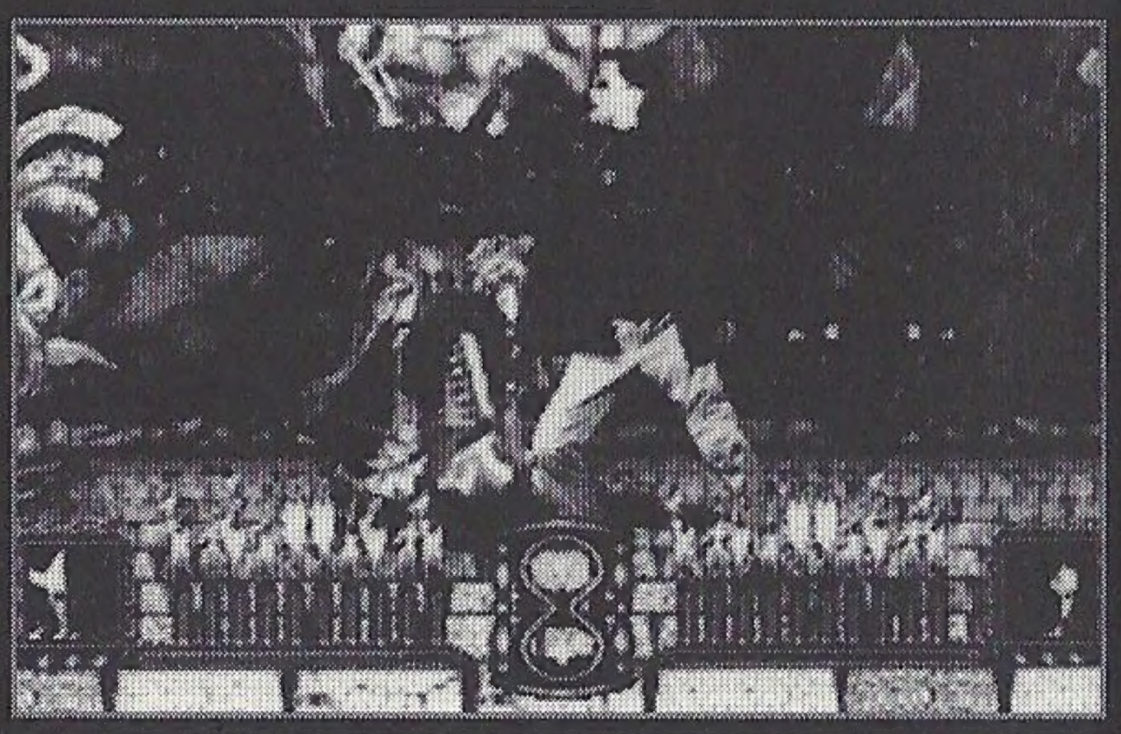
VS

Choose this for deadly two player action! Select a monster from the twelve available monsters poised for battle. Monsters of the same species (i.e., the same monster) can even fight against one another!

Select the desired monster for 1P and 2P, and finalize these selections as described above in game start. Once both players have selected their monsters, the field of battle will be displayed, and the battle begins. Once the fight concludes, you will return to the monster select screen.

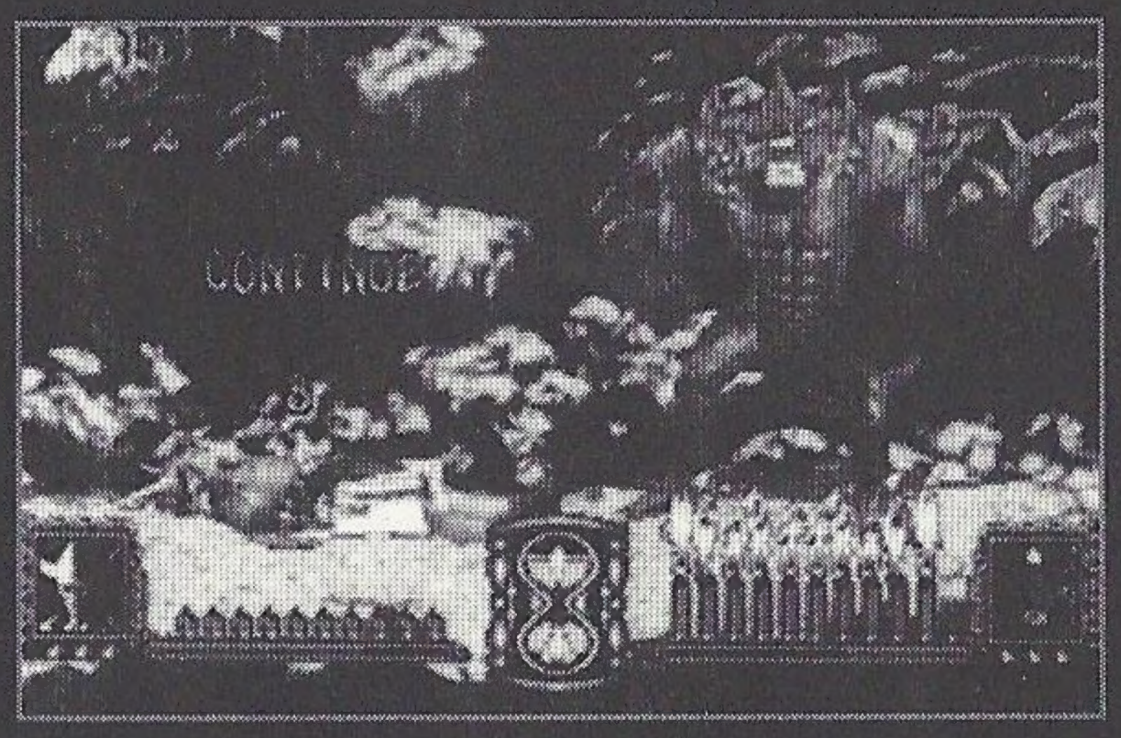
You can barge into the game during the GAME START mode.

When you press 2P pad's START BUTTON during a fight against the computer, you will enter "barge-in" mode. The screen will return to the monster select screen, where Player 2 can select a monster. When the fight is over, "CONTINUE" will be displayed on the loser's side. The loser of the match can then press the START BUTTON to



refight the battle (with the same monsters). Should you opt not to continue, the battle will return to a 1P fight against the computer.

* VS mode and barge-in mode require 2P pad to be connected.

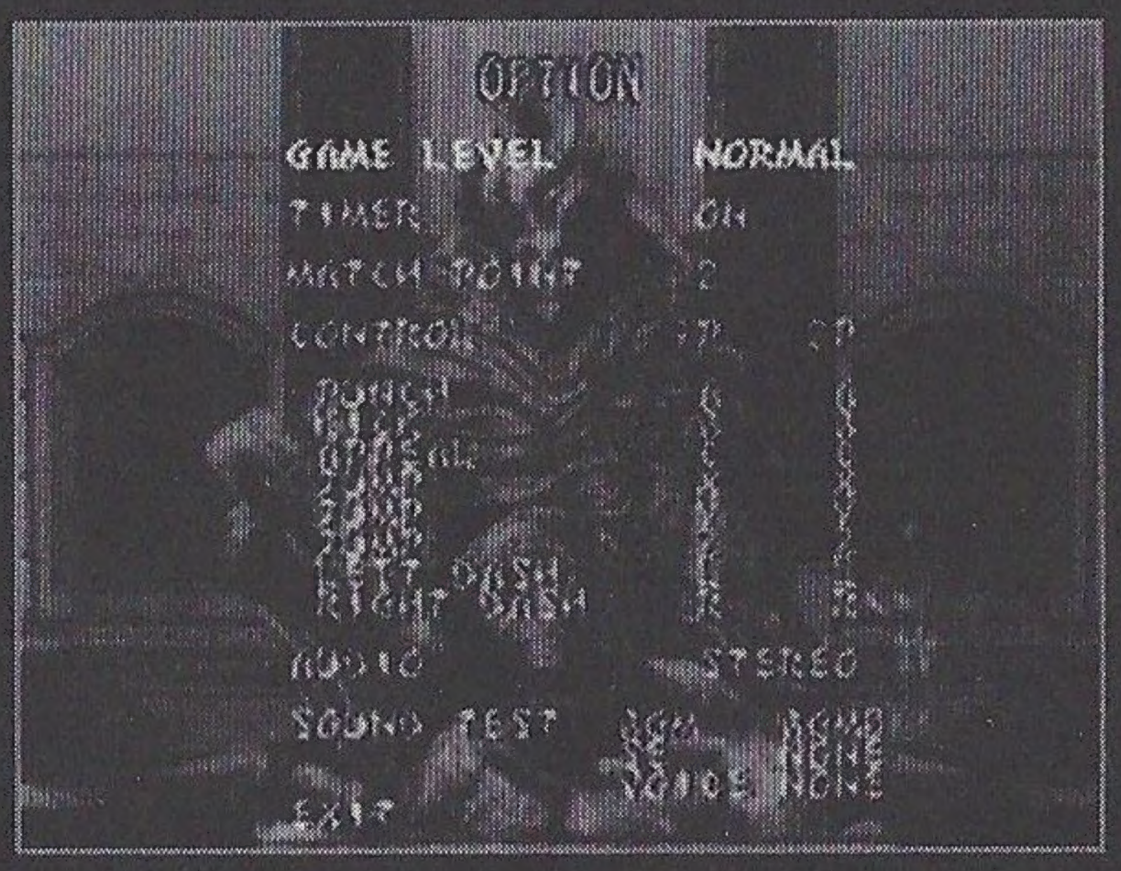


OPTION

In this mode, you can alter settings or listen to the game's music. You can choose an item by pressing UP or DOWN D-PAD and alter a setting by pressing LEFT or RIGHT on the D-PAD.

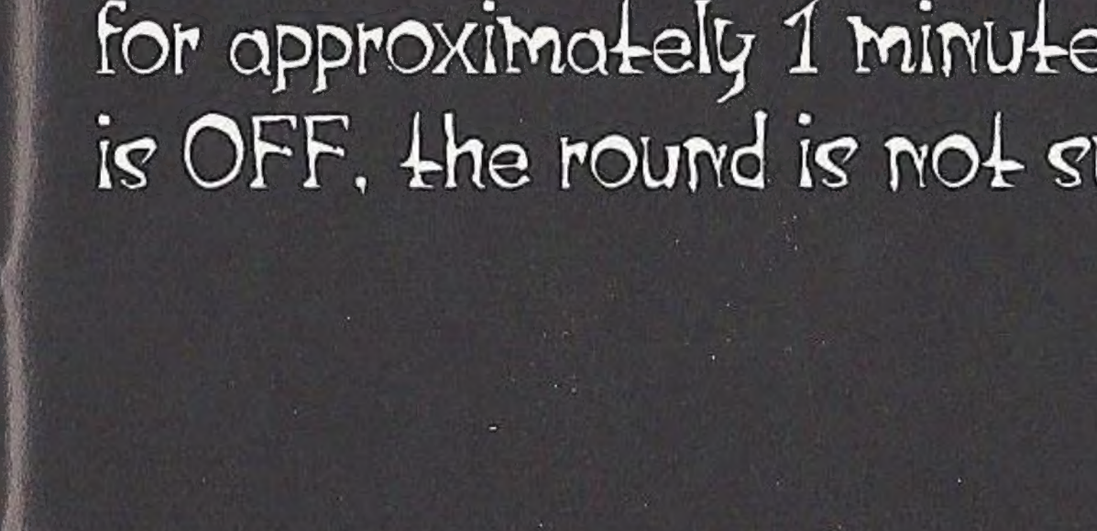
GAME LEVEL

Set the game's difficulty level. Choose among Easy, Normal and Hard skill levels.



TIMER

There is a 1-round limit. When the timer is ON, the round lasts for approximately 1 minute and 20 seconds. When the timer is OFF, the round is not subject to a time limit.



MATCH POINT

You can choose from 1 ~ 3 rounds per match.

CONTROL

Configure your buttons to suit your play style. Use the D-PAD to highlight an action, then press the button you wish to perform that action.

AUDIO

Choose between stereo or monaural sound.

SOUND TEST

BGM: You can listen to background music during the game.
SE: You can listen to special sound effects during the game.
VOICE: You can listen to the monster's voice.

EXIT

Return to the mode selection screen by pressing the A button.

BATTLE SCENE

ROUND POINT(S): The number of points won is displayed by a V mark.

LIFE GAUGE: A monster's remaining lives are shown by the number of lit candles beside their on-screen portrait.

MANA GAUGE: This displays the monster's supernatural skill. As you instigate your opponent in a timely manner, you reserve Mana up to a set maximum level (flickering occurs when the maximum level has been reached). By carefully controlling multiple buttons when Mana is at its maximum

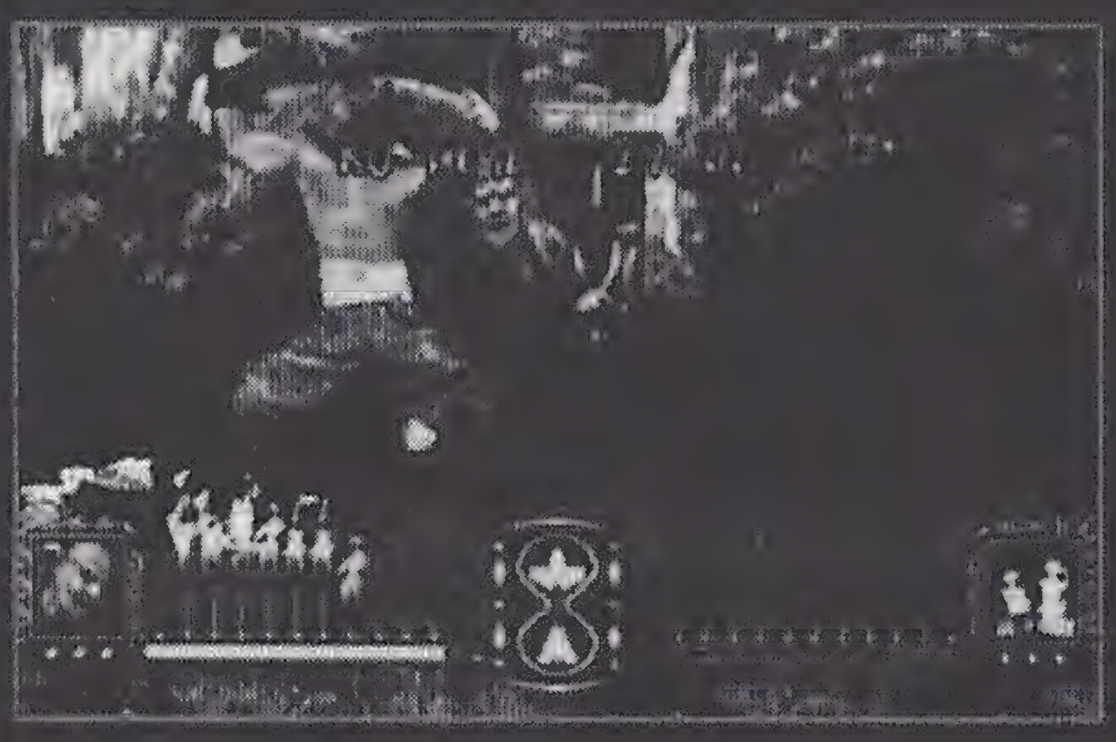
level, you can deliver a deathblow to your opponent.

HOURGLASS: This shows the duration of the fight. Once all sand has sifted through the hourglass, time is up and the round is over.

VICTORY OR DEFEAT

ABOUT WIN/LOSE

In order to defeat your opponent, you must win the pre-set number of rounds (default setting is a 2-round match).



WIN/LOSE IN 1 ROUND

When your opponent's life gauge reaches zero (0), you will have won the round. Each time you successfully attack your opponent, one of your opponent's life gauge candle flames is snuffed out. When all of your opponent's life gauge candle flames have been extinguished, you are officially the victor of the round. If the timer runs out before a victor emerges, the winner will be the player with

the most life candles remaining lit. If both players have the same number of life gauge candles alit, the match is declared a draw. (This only applies in cases in which the timer has been set "on" in the option mode.)

CONTINUING AND GAME OVER

Even if you lose the fight, you can continue fighting by pressing the START BUTTON while "CONTINUE" is displayed on the screen. If you do not continue, the game will conclude, and your score will be displayed.

TOP SCORES

If you are among the top ten scorers, you will be asked to input your initials. Do so by pressing the D-PAD to highlight a character and the A BUTTON to confirm it. When you are finished, highlight Done and press the A BUTTON. Whenever you achieve a top ten score, your score and selected alphabetical information is registered and saved, even after the machine is turned off. Please refer to your Sega Saturn™ manual to delete saved top ten data.

MONSTERS' DATA

The Monarch of Hell has invited the twelve most elite species of monsters to compete in this tournament. Each monster possesses 10 basic offensive attacks, and from 13 - 17 special offensive thrusts.

ABOUT BASIC ATTACKS

The basic attacks controls are identical for all the monsters. As shown below, you must use the A·B buttons: however, depending upon the monster's posture & position, attacks will be executed differently.

↓ A: Punch attack from standing position.

↓ B: Kick attack from standing position.

← A : Punch Attack from standing position

← B: Kick attack from squatting position.

↗ A: Punch attack while in the air.

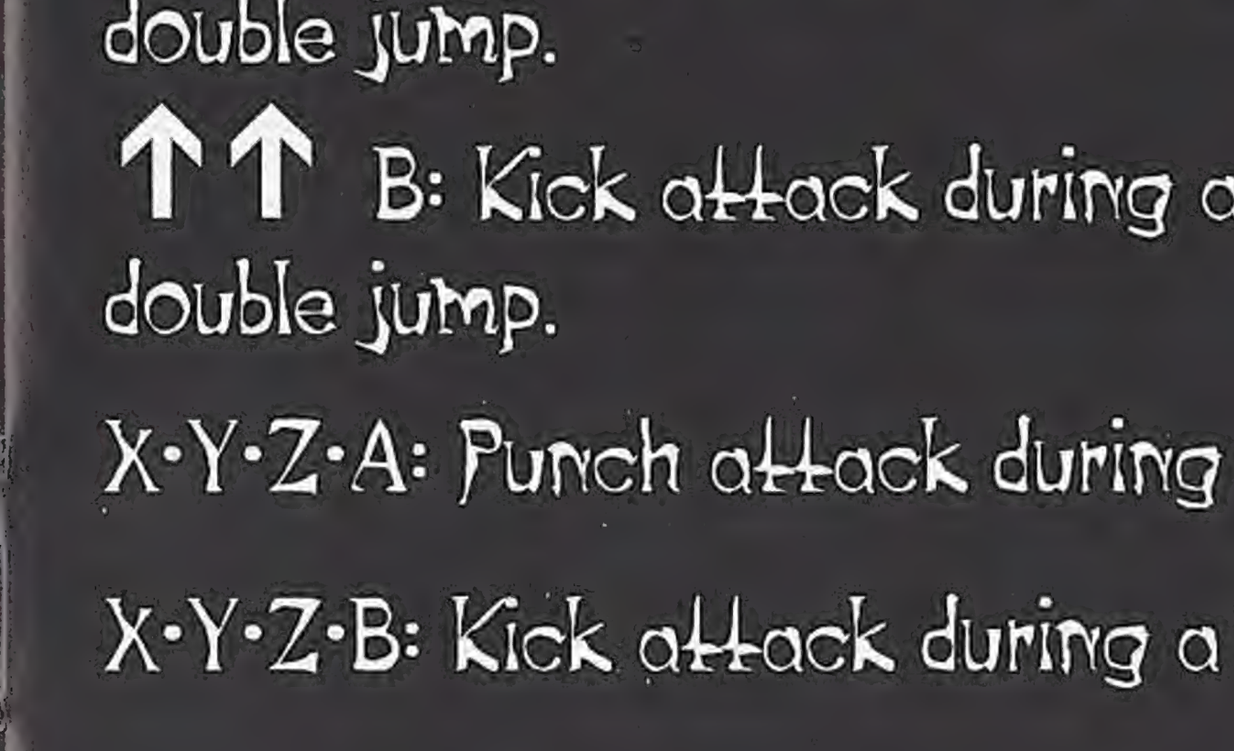
↗ B: Kick attack while in the air.

↑↑ A: Punch attack during a double jump.

↑↑ B: Kick attack during a double jump.

X·Y·Z·A: Punch attack during a big jump.

X·Y·Z·B: Kick attack during a big jump.



ABOUT SPECIAL ATTACKS

You can combine control buttons to perform special attacks. Detailed controls for each monster are provided below:

- Each button control is for a monster facing right.
- + Means that you need to press the buttons at the same time.
- The arrow signs show which D-PAD direction to press.
- A, B, C and Z means to press A button, B button, C button and Z button, respectively.

FANGORE

A Successively: Spinning saber

→ A: Skull grinder

← A: Shield attack

Jump ← A: Jump shield

→ B: Dolphin kick

→→ B: Drill bone

A while pressing ↘: Skull shot

B while pressing ↘: Boomerang bone

↓↓ A: Burning skull foil

↓↓ B: Breaking

↓→ A: Rib-ring shot

↓→ B: Rib-ring down

↓→ C: Rib-ring up

C when above opponent: High angle saber

↓↓ C at Mana maximum: Lunatic skull foil

MAKARYUDO

AA: Buster arm

Successively A: Knuckle bash

Close-up A: Body up

Close-up → A: Buster up

→ A: Monster buster

→ B: Twin knee smash

→ → A: Glider claw

→ → B: Ground slider

B while pressing ↘: Leg crush

↖ B: Overhead kick

↓ → A: Shoot arrow

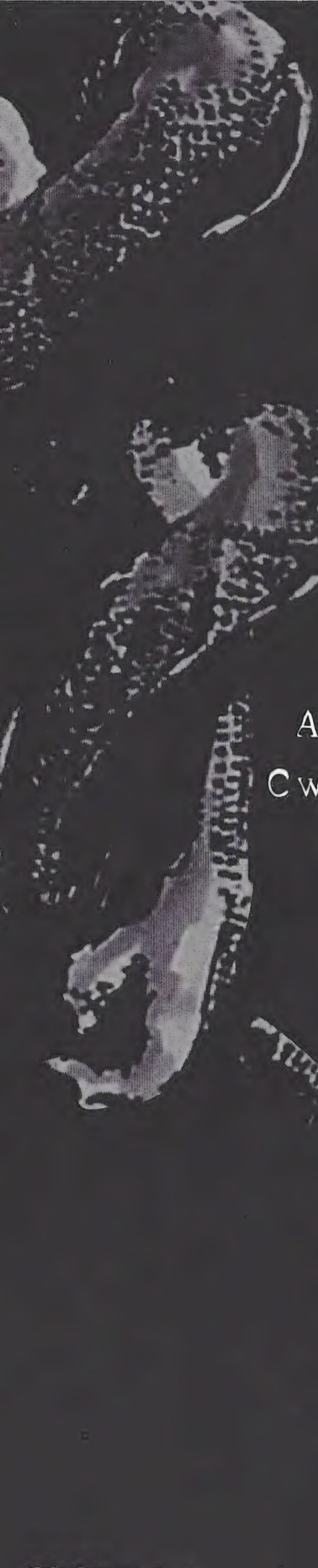
↓ → B: Shoot arrow down

↓ → C: Shoot arrow up

← → A: Sky high fall

C when above opponent: Diving claw

← ← C at Mana maximum: Screaming knuckle



DRETHDOK

AAA: Rush punch

→A: Shoulder attack

→→A: Fugu attack

←→A: Fire Press

↘A: Up Swing

↘B: Earthquake Hammer

↓←A: Double Hand Uppcut

↓← B: Body Roll

↓↓ A: Cannon Ball Attack

Close-up →A: Big jaw

A+B (keep pressing): Regeneration

C when above opponent: Heavy stamp

↙C at maximum

mana: Drethdok Combination

CHILI & PEPPER

AA: Twin knuckle

BB: Jump over kick

AAA: Swing attack

BBB: Three-sided kick

←A: Thrust Up Punch

→B: Thrust with both legs

↘A: Leaning out punch

↘B: Rolling over tripping

→→A: Rolling Ring

→→B: Rolling Ring Down

→→C: Rolling Ring Up

↓→A: Pepper Ball

↓→B: Time Leg Attack

Close-up →A: Sandwich Press

C when above opponent: Spin shoot

CCC at Mana maximum: Slap stick attack

HEADLESS HARN

AA: Hammer head

AA when squatting: Brandish head

AAA: Blazer head

Close-up B: Knee smash

↘B: Brandish Kick

→B: Knee Diver

→→B: Crazy Skip

←←A: Death hanger

↓←A: Volcanic Cannon

↓↓B: Flame Bolt

←→A: Joyant Berserk

C when above opponent: Drop kick

↓→C at mana maximum: Crazy dynamite

LA PA

AA: Forehand step

BB: Grand toe

→A: Elbow Smash

Close-up B: Knee up

↘A: Up Smash

↘B: Ground Dance

→B: Turn Toe

BBB: Triple kick dance

↓↓B: Cork Screw

↓→A: Rose Needle

↓→B: Rose Needle down

↓→C: Rose Needle up

→→: Though Bust Step

C when above opponent: Diving kick

←C at maximum mana: Tornado kick

KAPKA

A successively: Juggler ball

Close-up A: Psycho ball twist

Close-up → A: Wand smash

→ A: Double Psycho Ball

→ B: Flag

→ → B: Feather attack

↘ A: Satellite Tripper

↓ → A: Satellite Ball

↓ → B: Juggler Step

↓ ← A: Bat fever

↖ A: Magical horn

↖ B: Magical carpet

B after ↖ B: Rolling bomb

Receiving Offense

after ← → B: Change ring

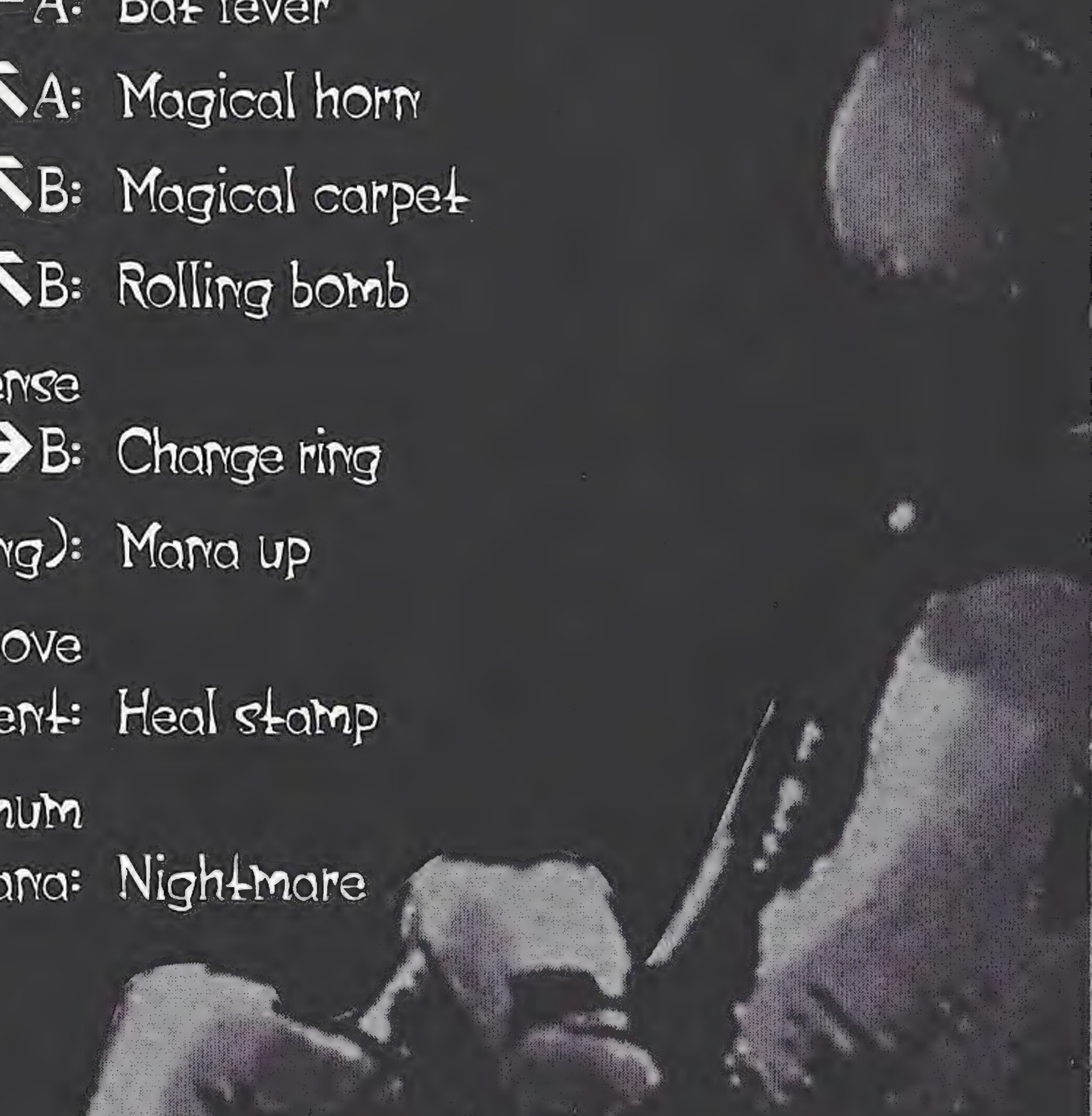
A+B (keep pressing): Mana up

C when above

opponent: Heal stamp

↖ C at maximum

mana: Nightmare



NAGA

AAA: Tail and fang

AAA squatting: Trident fang

→ A: Snake fang

Close-up → A: Fang up

← A: Snake needle

↘ A: Snake Raid

↘ B: Trip tail

→ → B: Side Kick

↓ ↓ A: Evil Eyes

Hold A button + →: Zoom Shaft

← → A: Polymer Solvent

← → B: Snake Blade

C when above opponent: Javelin kick

← → C at maximum mana: Magic Press

DEATHMASK

→A: Push Out

←A: Chop

→B: Giant Kick

↘A: Tackle

↘B: Sliding kick

→→A: Dash Head

→→B: Back Press

Close-up →A: Neck Hanging Tree

Close-up ←→A: Lifting Drop

↓→A: Hammer throw

C when above opponent: Diving head

A + B when higher than
opponent's stand: Body press

↓→ C at maximum mana: Kick Bazooka

SKYTHE

AA: Combination nail

→B: Scratch Claw

←B: Low Claw

→A: Up Bolt

↓→A: Double Cross Bolt

↘A: Down Bolt

↘B: Sliding Claw

←←B: High Claw

↖A: Summon Phoenix

Hold A, double tap towards enemy: Summon fiend

↓↓A: Call Lightning

↓↓B: Fly

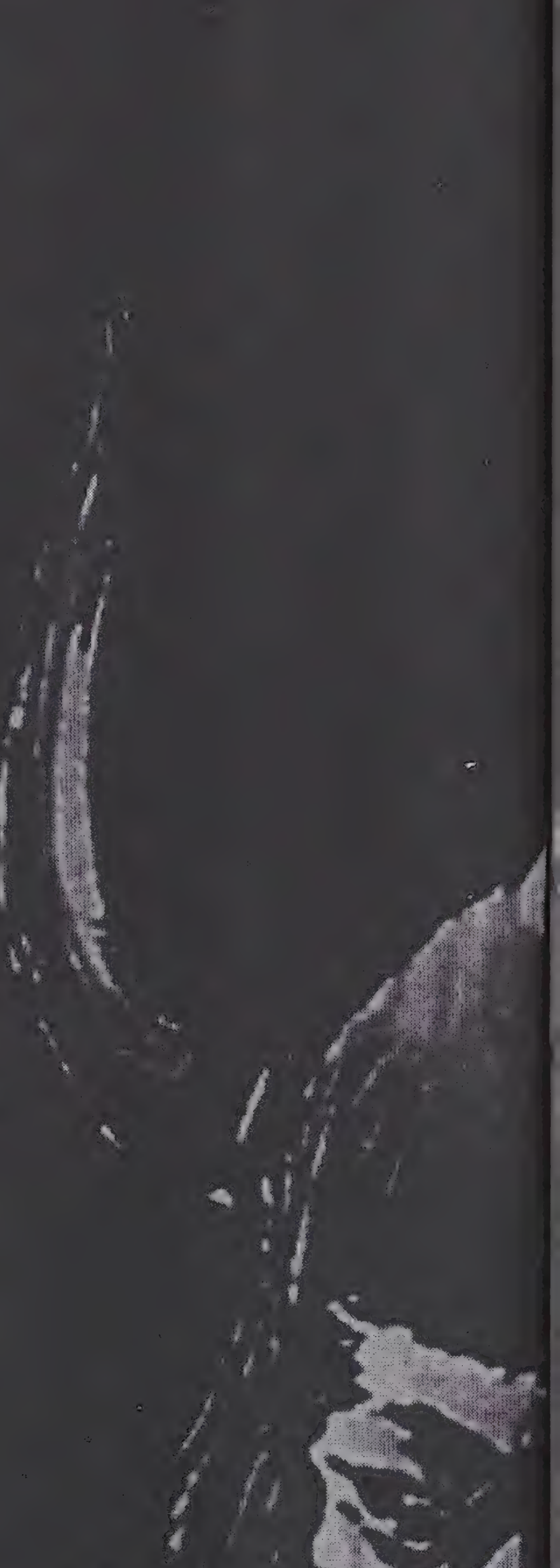
A after ↓↓B: Lightning Spear

B after ↓↓B: Bird Kick

Close-up →A: Peck

C when above opponent: Dive kick

↖C at maximum mana: Meteor-storm



ALBIOLE

AAA: Heartbreak hand

→ A: Spirit Shower

← A: Spirit circle

→ B: Spirit Bolt

← ← A: Floating hand

↘ A: Creeping hand

↓ ↓ A: Earth Dive

↓ ↓ B: Mystic port

↓ → A: Hellfire

↓ → B: Hellfire down

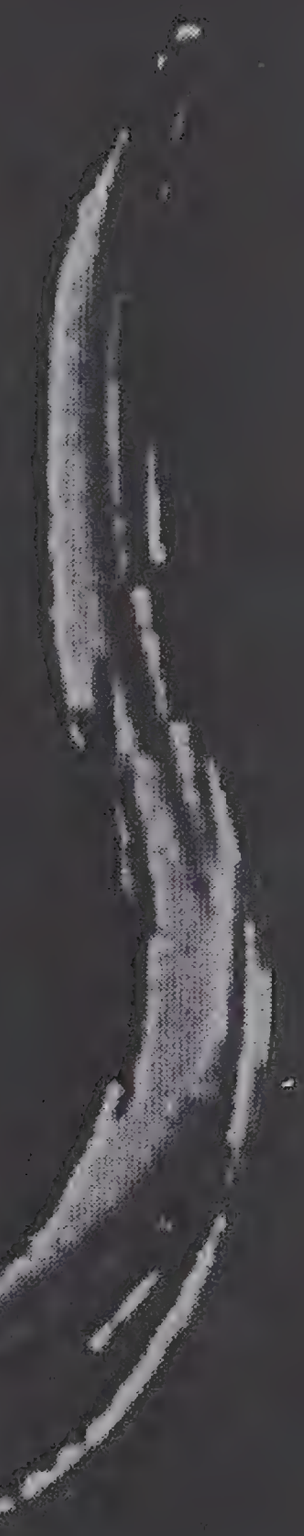
↓ → C: Hellfire up

Close-up
← → A: Ghost scream

A + B while
jumping: Will-o'-the-wisp

C when above
opponent: Mist diver

↘ C at
maximum
mana: Phantom



SHION

AA: Successive thrust

→A: Step in thrust

←A: Step-away thrust

Close-up B: Knee kick

→B: Jump knee kick

←B: Spin kick

↘B: Sliding

→→B: Triple Attack

A + B: Giant katana (sword) hack

A + B squatting: Giant katana hack from squatting position

↓←A: Crescent Hack

↓←B: Ground sliding katana

←→A: Headlong pierce

↖B: Side flying leg

Close-up ←→A: Butting head

C when above opponent: Demonic kick

→C at maximum mana: Lightning slash

NOTES

NOTES

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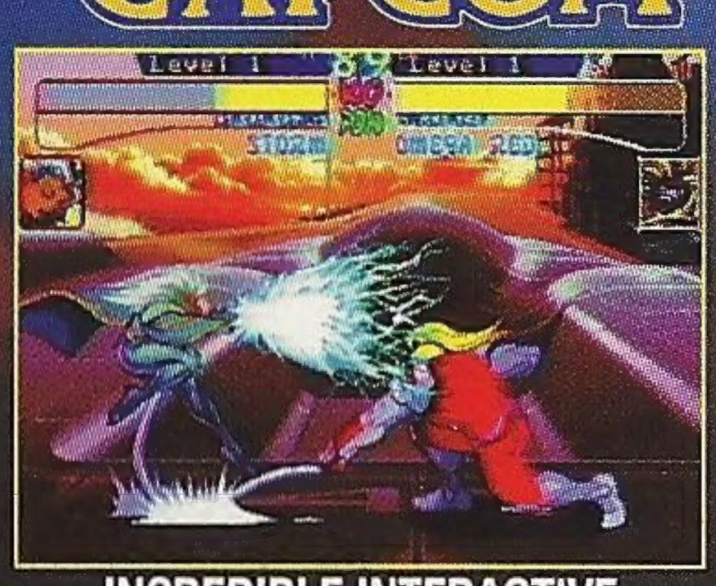
SUPER JUMPS AND MID-AIR ATTACKS!

MULTI-HIT COMBO MOVES!



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